

BATTLE CHESS[®]



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Interplay

There is a darkness over the battlefield. The wind sighs gently and there, in the distance, comes the flash of lightning and the rumble of thunder. With a sudden gust of wind, your warriors appear: the King, the Queen, two each of Bishops, Knights and Rooks, and before them all, a row of Pawns. Waiting, your King turns to you, ready to order his servants forward to their deaths in your battle to rule the field. Yet you hesitate. In that moment, you hear the clank of armor as the wind grows stronger, and somewhere nearby, there comes the sound of metal upon metal as one of your warriors draws his blade, impatient for the coming slaughter. Suddenly, the thunder crackles overhead and lightning flashes shadows upon the checkered board. The time has come. There can be no more delay. The storm is upon you, and so too the battle. You make your choice—a Pawn marches forward against the darkness opposing you. And here **Battle Chess** begins...



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How to play Battle Chess® 3DO

When the "Battle Chess" introductory screen appears, press the "A" button on your controller to start the game.

Moving Your Chess Pieces

At the beginning of the game, and whenever it is your turn to move, a flashing square will appear on the chess board. You use this flashing square to tell Battle Chess which piece you want to move. This flashing square is called the **cursor**.

Here are the steps to take to move a chess piece.

1. Use the directional pad on your 3DO controller to move the cursor up, down, left, or right. Move the square to the chess piece you want to move.
2. Press the 'A' button on your 3DO controller. This will tell Battle Chess that you want to move the chess piece that is standing on the cursor. At this point, several other squares will start flashing. The flashing squares are the squares that you may move to.
3. If you want to move the chess piece to one of the flashing squares, use the 3DO directional pad to move the cursor there and press the 'A' button. The piece will walk to the square you selected.

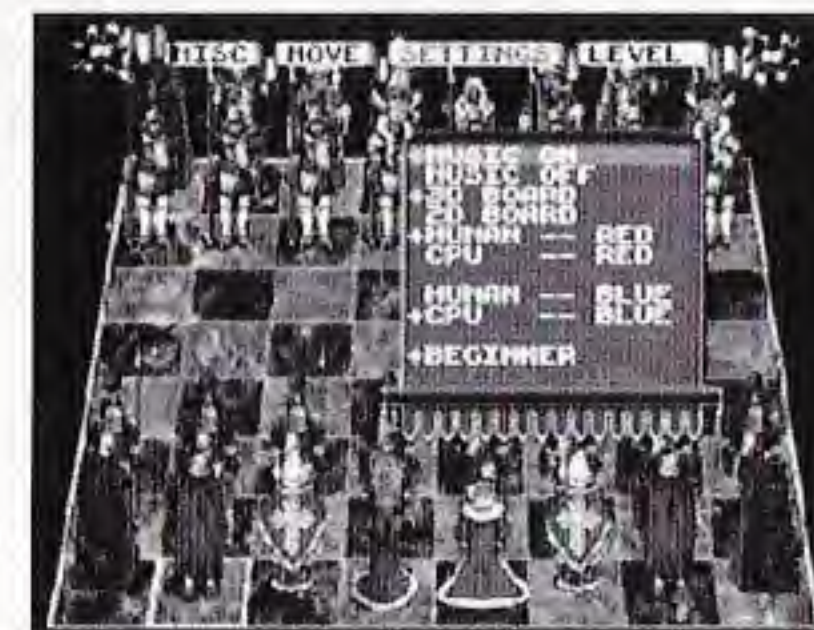
If you decide you don't want to move to any of the flashing squares, and you wish to move another piece instead, move the cursor back to the piece you selected in step 2, and press the 'A' button again. This will un-select the piece. Then return to step 1.

Sometimes when you select a piece (in step 2), **no** squares will start flashing. This will happen if you have selected a piece which has no legal moves — for instance, in move 1 of a chess game, the Rook has no legal moves. If you select a piece which has no legal moves, you should un-select that piece by moving the cursor to that piece and pressing the 'A' button, and then move a different piece.

Battle Chess Options

You can set a number of options in Battle Chess with the Battle Chess **menus**. Press the 'C' button on your 3DO controller to view the menus.

Move the directional pad on your 3DO controller to highlight different menu items. You can move it left



and right or up and down to select the items in the various menus.

Some menu options will appear in bright text, and some options will be dimmer. The dimmed options are options you can't select at the moment — for instance, when it's your turn to move, the "Force Move" option is dimmed, since you can't force yourself to move just by choosing a menu option!

Some menu options have a "+" sign next to the option. This means that particular menu option is active. For instance, if there is a "+" next to the "Allow Resign" menu option, then Battle Chess is allowed to resign. If there is not a "+" next to the option, then Battle Chess is *not* allowed to resign. You can switch back and forth between the two settings by choosing that menu option.

Press the 'B' button to make all the menus disappear so you can return to your chess game.

Press the 'A' button to choose a menu item after you have highlighted the item with the directional pad.

Misc Menus

LOAD GAME: Loads a game you have previously saved with the "SAVE GAME" option. A list of previously saved games will appear. Press up and down on the 3DO directional pad to choose the game you wish to load, and press "A" to load that game.



SAVE GAME: Saves your chess game so you can resume it later. There are 8 "storage slots" in your 3DO in which you can save the game. First use the 3DO directional pad to move the "highlight" up and down until you reach the storage slot you want to use to save the game. If you choose a storage slot that already contains one saved game, you will overwrite the old game with the new game you save.

Then press to the right once. At this point, you can give your saved game a name. Press up and down on the directional pad to choose a letter. Press to the right to advance to the next letter. Press to the left if you want to back up a letter. The "B" button will back up by one letter, erasing it. Press the "A" button twice to save the game under the name you have constructed.

For instance, if you wanted to save the game under the name **BILL**, you would press the following on your 3DO controller:

Right once (to pick the storage slot)

Up 1 time (to pick the letter "B")

Right once (to advance to the next letter)

Up 8 times ("I")

Right once

Up 11 times ("L")

Right once

Up 11 times ("L")

"A" button twice (to save the game under the name chosen so far)

You may then quit the game, and even turn your 3DO off, and next time you play Battle Chess you may resume the game by picking "Load Game" from the "Misc" menu.

LOAD GAME: Loads a game you have previously saved with the "SAVE GAME" option. A list of previously saved games will appear. Press up and down on the 3DO directional pad to choose the game you wish to load, and press "A" to load that game.

NEW GAME: Discards the current game and starts a new game from scratch.

SETUP BOARD: Lets you arrange the chess board however you wish. You can set up the board to replay games played by the masters, or just give yourself an extra couple of Queens if you are behind.

TUTORIAL: Starts the Battle Chess cartoon tutorial, which teaches you how to play the game of chess. The chess pieces will introduce themselves and teach you about their movement, some history of the game, and some strategy.

During the tutorial, press the "C" button as usual to bring up a special tutorial menu. You may select any chess piece if you would like to skip to the tutorial for that chess piece ... or choose "Done" to finish the tutorial and go back to your chess game.

ALLOW RESIGN: If selected, Battle Chess will resign if it sees that it is hopelessly behind. If not selected, Battle Chess will never resign, and will instead fight to the bitter end.

Move Menu

FORCE MOVE: When Battle Chess is thinking, this menu option will make it halt and choose the best move it has thought of so far.



TAKE BACK: Lets you take back a move you have just made. You can Take Back up to 50 moves.

REPLAY: Replays a move you just Took Back.

SUGGEST MOVE: Makes Battle Chess recommend a move for you to make, based on a simple board analysis.

Settings Menu

MUSIC ON: Lets Battle Chess play mood music during the game, reflecting your progress.

MUSIC OFF: Turns off this music.

3D BOARD: Displays the board in full 3D animation with combats.

2D BOARD: Displays a 2D rendition of the board with no combats or animations.

HUMAN — RED: Sets a human player to play the Red pieces. Note that in Battle Chess we use the term "Red" to represent the White pieces.

CPU (the computer)— RED: Sets the 3DO to play the Red pieces.

HUMAN — BLUE: Sets a human player to play the Blue pieces. Note that in Battle Chess we use the term "Blue" to represent the Black pieces.

CPU (the computer) — BLUE: Sets the 3DO to play the Blue pieces.

BEGINNER: If selected, when you choose a piece to move, Battle Chess will highlight all legal destination squares for that piece until you move it. This lets you quickly see where you can move on the board.

SWITCH SIDES: If you're in dire straits, this menu option will flop the Red and Blue pieces. It changes the Blue pieces to Red, and the Red pieces to Blue, and then flops the board around. This option is mostly for fun -- if you really want to switch places with your opponent, you should just change the "Red" and "Blue" settings separately.

Level Menu

This menu lets you choose the thought level Battle Chess will use when pondering its next move against you.



NOVICE: Lets Battle Chess make a simple board analysis only. Sometimes makes mistakes on this level!

Levels 1 through 9: Makes Battle Chess think about its move for progressively larger amounts of time. The more time Battle Chess has to think, the better a game it will play.

Set Time: Lets you set the amount of time that Battle Chess will think before making its move. You can set any number of minutes and seconds for Battle Chess to think. The more time you let Battle Chess think, the better move it will make.

The Basics of Chess

The goal of playing a game of chess is identical to that of many other games: specifically, defeating your opponent. In chess, this is done by placing your opponent's King in checkmate. Every move you make should be for this goal and to prevent your opponent from doing the same to you!

Here are the rules of chess in a nutshell:

- Two opponents play against each other. One player is usually White and the other Black. In **Battle Chess®**, the White pieces are colored red, and the Black pieces are colored blue.
- Each player has one King, one Queen, two Rooks, two Bishops, two Knights, and eight Pawns.
- The object of chess is to checkmate your opponent's King.
- The White player always moves first and then the two players alternate moves. You must move when it is your turn.
- You may only move one piece per turn (with the exception of castling; see *Castling*) A move is when a piece moves from one square to another square. Each kind of piece moves in its own individual way, described in *The Individual Pieces* section.
- No piece (except the Knight) may jump over or pass through any other piece on the board when it moves. Only one piece can be on the same square at a time.

- Any piece may capture any of the opponent's pieces by landing on the same square with it. The captured piece is removed from the board and is out of the game. You may only capture one piece per turn.

- When an opponent's piece threatens the other player's King, meaning that piece could capture the King on the next move, the King is said to be in "check."

- If your King is in check, you have three options: One, you must move your King out of check; two, block the attack with another piece; or three, capture the piece putting your King in check. If you cannot escape check in any one of these ways, the King is in "checkmate," you lose, and the game is over.

The Pieces

In **Battle Chess®**, your pieces will appear as in Figure 8. Read *The Individual Pieces* for their characteristics.

The Board

As you can see by looking at your screen, the chessboard consists of 64 alternating dark and light squares, 32 white and 32 black. For the purpose of this manual, the light squares and pieces will be referred to as white and the dark as black to match traditional chess notation. The squares are arranged in 8 rows and columns. When you start up Battle Chess, all the pieces are in their starting positions. All chess games start from this initial position.



Figure 8: Initial positions

Movement

In Chess, White always moves first. This means that the player controlling the White pieces moves one White piece for their first turn. The Black player moves next, also limited to one move for one piece. The actual game itself consists of the players making a series of alternating moves, one piece at a time. White first, then Black, then White, then Black, and so on until the end of the game. The only

time that a player may move more than one piece per turn is during castling (see *Castling*), and this may occur only once per player per game.

Movement Restrictions

With the exception of the Knight, all chess pieces must move in straight lines. Some chess pieces may move *on the rank*, that is, in any straight line across the board (see Figure 9a). Other pieces may move *on the file*, that is, in any straight line up and down the board (see Figure 9b). And there are other pieces which move *on the diagonal*, or in any straight line of squares that meet only at one corner (see Figure 9c). Some pieces may move using a combination of these: on the rank, on the file and/or on the diagonal.

The only restriction on this movement is that you cannot move your pieces through or into a square already occupied by another one of your pieces. The exception to this restriction is the Knight, which can move through or over pieces, but cannot land in a square already occupied by a piece of his own color or the opposite color unless he intends to capture it. You can move a piece into a square already occupied by one of your opponent's pieces provided you have an open line of attack. This is your primary method for capturing an opponent's pieces. Specific methods of attack will be covered under each individual piece description.

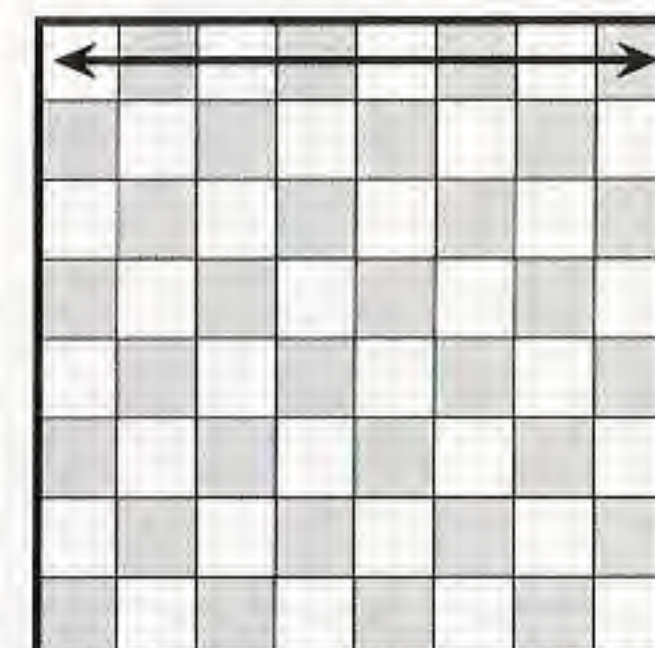


Figure 9a: Moving on the rank.

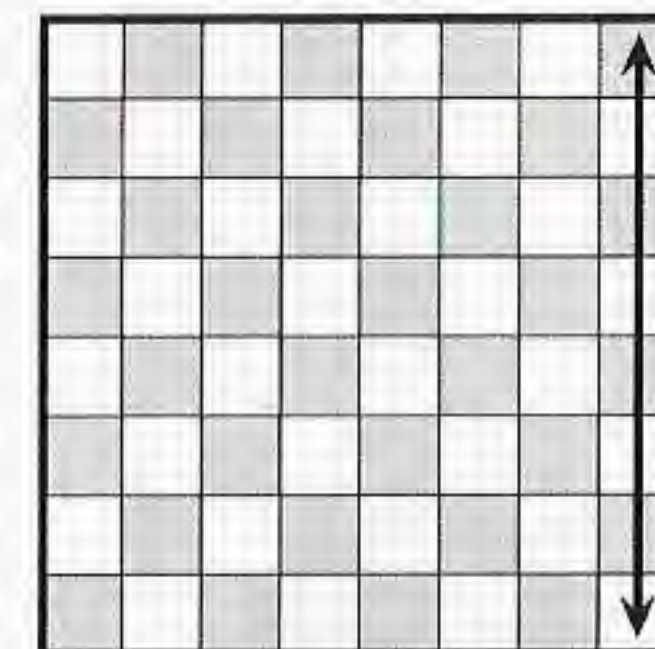


Figure 9b: Moving on the file.

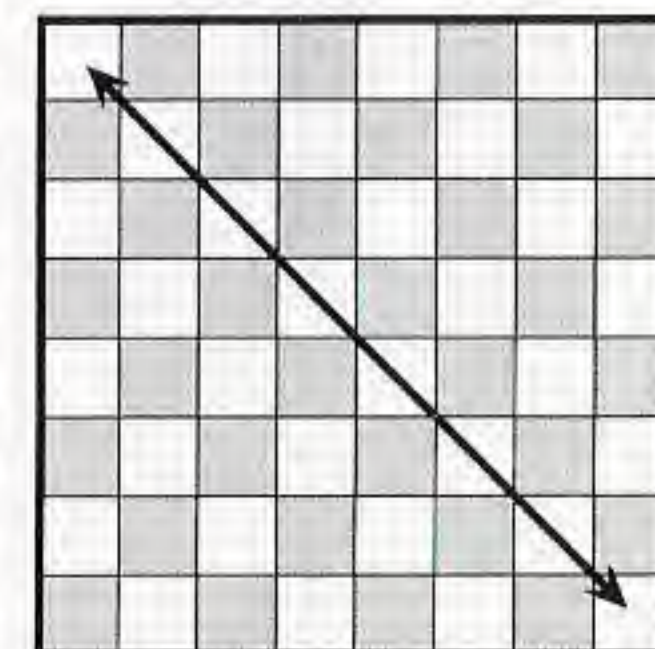


Figure 9c: Moving on the diagonal.

The Individual Pieces

The King

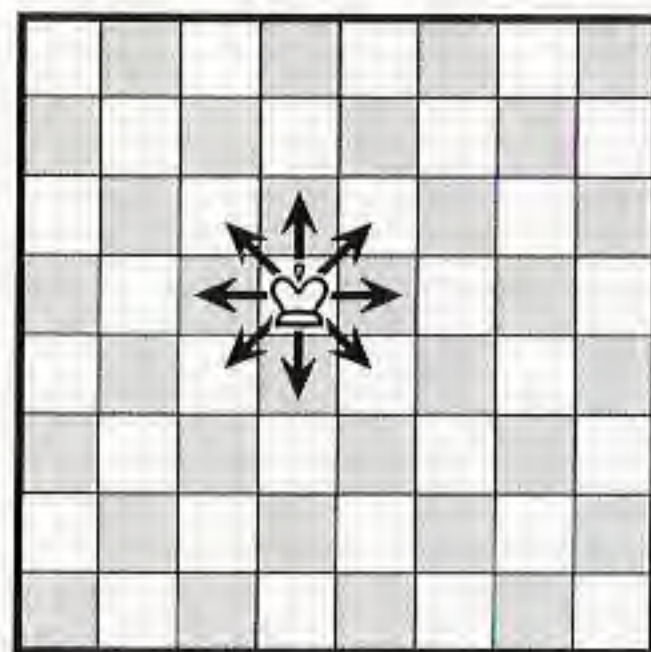


Figure 10: The King's range.



The King is your most important piece. As noted above, once he is *checkmated*, the game is over. The two primary goals of your game, then, will be to protect your King from being checkmated and to put your opponent's King in checkmate instead. You will do this by using a combination of defenses and attacks by your various pieces. Without them, your King is practically helpless.

With the exception of castling, your King can only move one square at a time in any one direction (see Figure 10). **Under no circumstance may your King move into check, meaning your King may never move directly into an open line of attack from an opposing player's piece.** If you did then you'd lose the game. This does not mean, however, that your King is completely defenseless. If there is an enemy piece directly adjacent to your King, you can use him to take that piece, provided that you're not moving him into check. This is the only way you can use your King to directly attack another piece. The King is not a piece intended to be used heavily in offense. In fact, it's fairly safe to say that if you're reduced to relying heavily on the King's offensive capability early in a game, things are getting pretty grim. Toward the end of a game, however, both sides have usually been reduced to a handful of

pieces, and at this time the King's attacking power can be very useful. Generally speaking, you should strive toward successfully defending the King while carrying on your offense with the other pieces, and with this balance of power you'll have a much better chance at victory.

The Queen

Like your King, your Queen can move or attack in any straight line in any direction. Unlike your King, however, your Queen can move as many squares as she wants, provided there is an open path (see *Movement Restrictions* and Figure 11a). No other piece has such a wide range of movement, which makes the Queen your most powerful piece. Even so, don't be tempted to overuse or rely too heavily upon her. As you will see, a good game of chess is won using a combination of pieces, and over-reliance on any one piece is an almost guaranteed path to defeat.

The Rook

Your Rooks (each side has two) are restricted to rank and file movements only (movement across the board or movement up and down the board). Like the Queen, either Rook can move from one side of the board to the other during a turn, again provided the rank and/or file is clear of obstructing pieces. Because of this movement capability, your Rooks are considered second only to your Queen in terms of power (see Figure 11b).

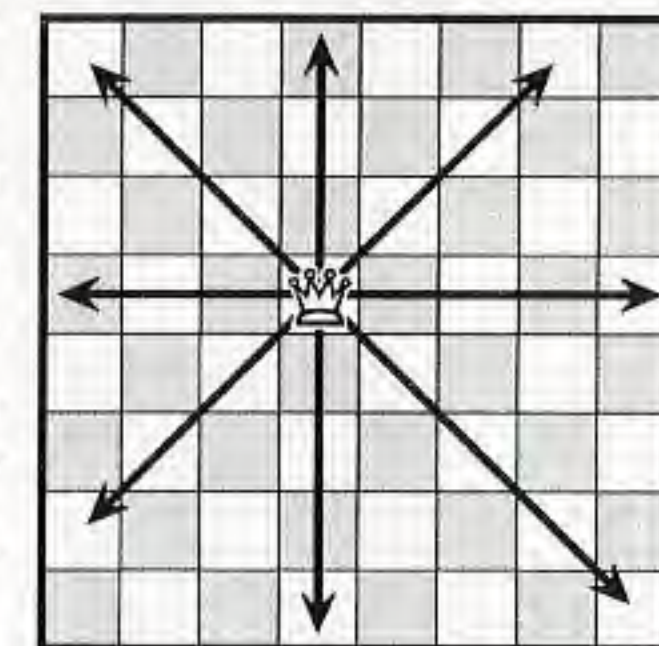


Figure 11a: The Queen's range.

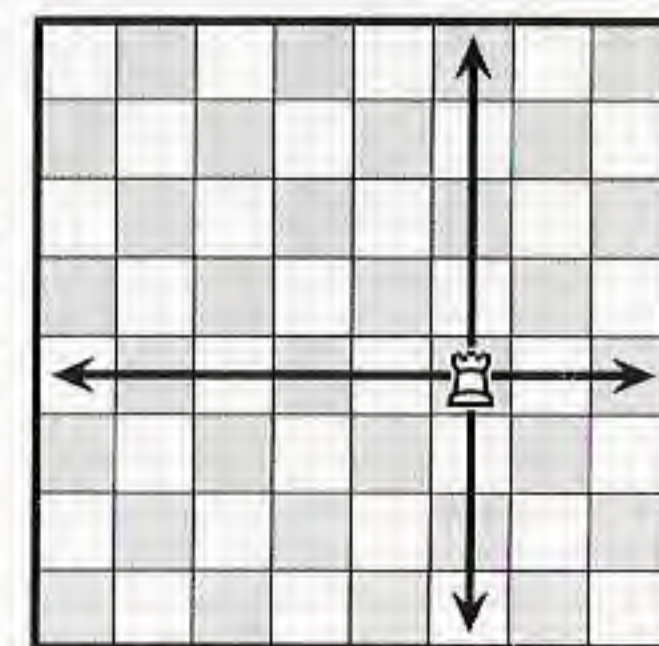


Figure 11b: The Rook's range.



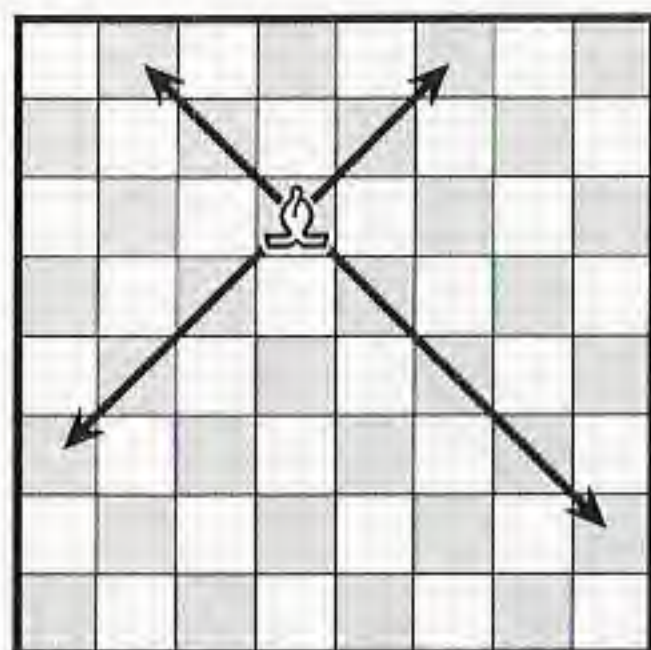


Figure 12a: The Bishop's range.

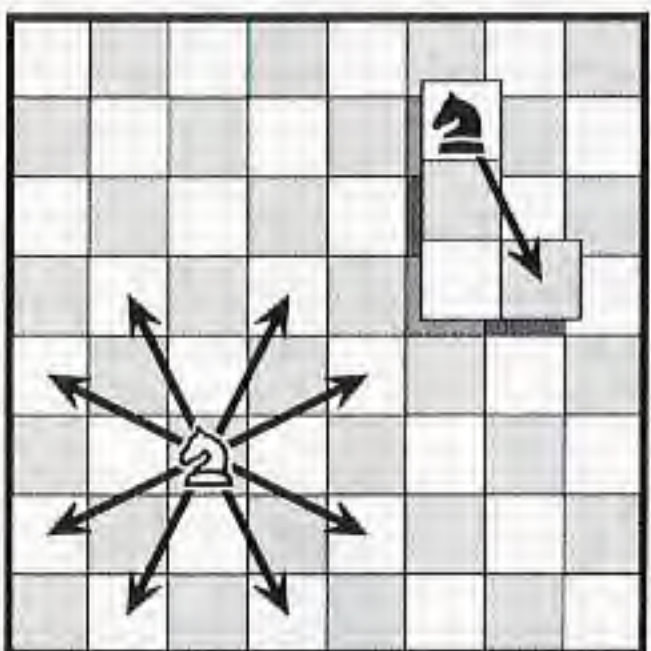


Figure 12b: The Knight's range and L-shaped pattern.

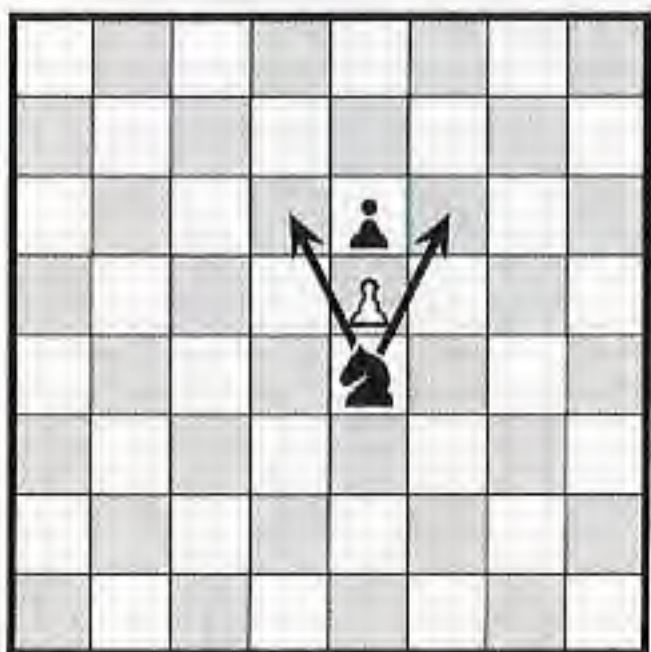


Figure 12c: The Knight ignores pieces of both colors in its path.

The Bishop

Your two Bishops are restricted to diagonal movement only. For instance, provided that you have an open path, you can move a Bishop from the lower left corner of the board to the upper right corner. Keep in mind both Bishops start on a color, one on black, one on white, and each Bishop must remain on that same color for the entire game. If you play as White, the Bishop on the left hand side of the board starts on a black square, and will always move on black squares (see Figure 12a).

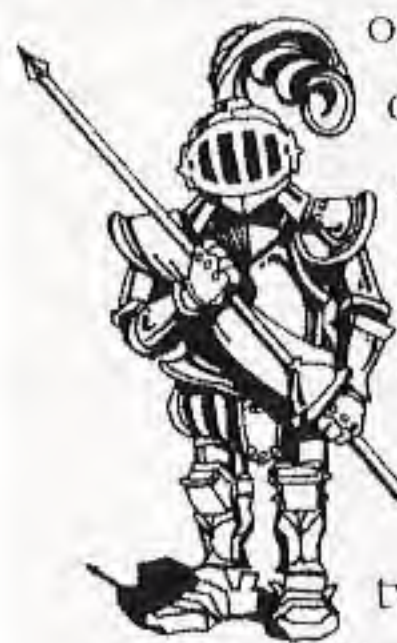
The Knight

The Knight is your most unusual piece. Rather than moving in a straight line like all the other pieces, he moves in an L-shaped pattern. Also unlike all the other pieces, he can skip over any pieces in his way. Unlike checkers, however, this does not mean that he captures any of those pieces. If there is an opponent's piece on the square where the Knight lands, only that piece is captured. Although it should be fairly obvious, keep in mind that your Knights cannot land on a square already occupied by one of your own pieces (see Figures 12b-c and Figure 13a).



The Pawn

The Pawn is your weakest piece, and as a result, the most expendable. This might be why you get eight of them. Pawns act as the footsoldiers or pikemen of your army, advancing slowly across the board, performing your initial attacks. They are usually the first to defend your side against your opponent's attack. Unlike any of your other pieces, the Pawns do not have the option of retreat. Pawns can only move forward, one square at a time.



The exception to one square at a time is on each Pawn's first move. It may, but is not required to, move forward two squares at that time. See figure 14a for an illustration of Pawn movement. Each of your eight Pawns may do this once on each of their first moves.

Unlike the other pieces, the Pawn's attack pattern does not match its movement pattern. Rather, the Pawn may only attack one space at either diagonal ahead of it (see Figure 13b).

The Pawn may not attack ahead of itself. So the Pawn may never move into a square directly ahead if it's occupied by any other piece. Often two Pawns meet and are deadlocked until another piece captures one of the Pawns, or until one of the Pawns can capture a piece diagonally ahead.

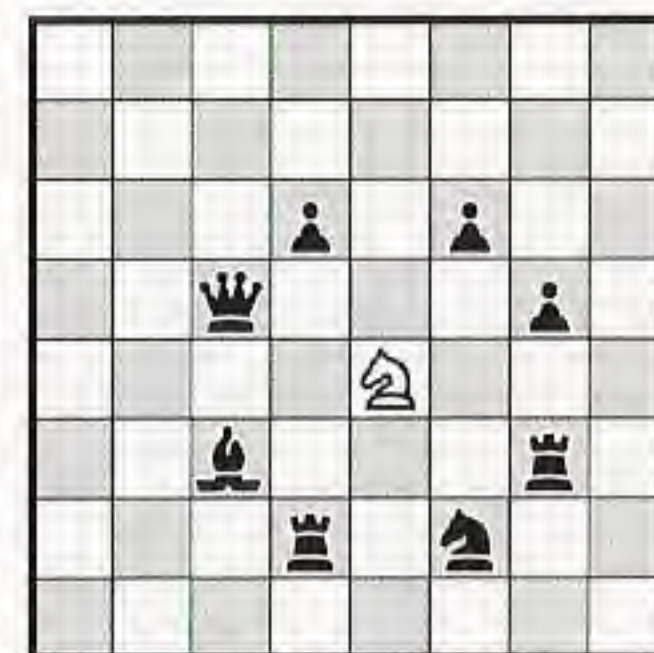


Figure 13a: The white Knight may capture any black piece.

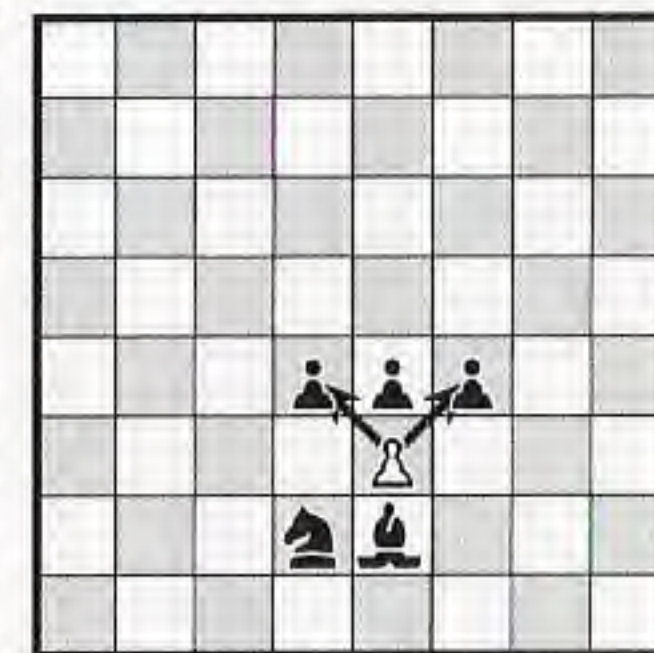


Figure 13b: The white Pawn may only capture either one of these side Pawns.



En Passant

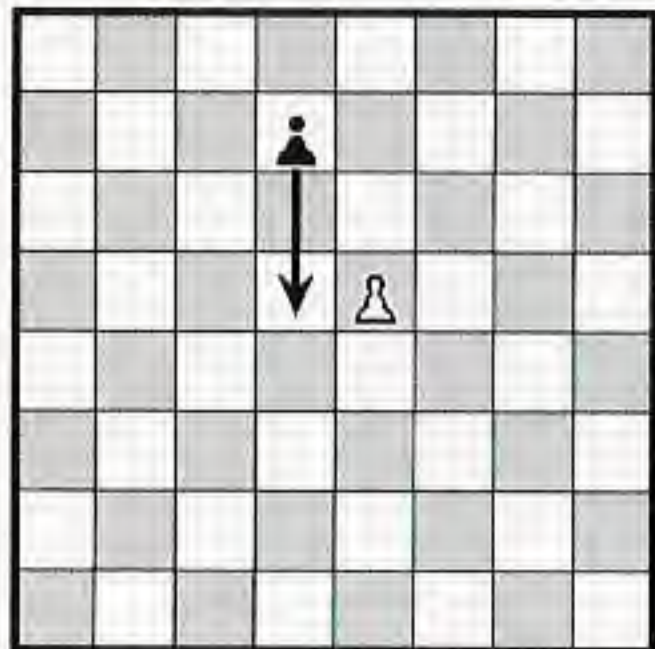


Figure 14a: Black Pawn makes its initial two-space move.

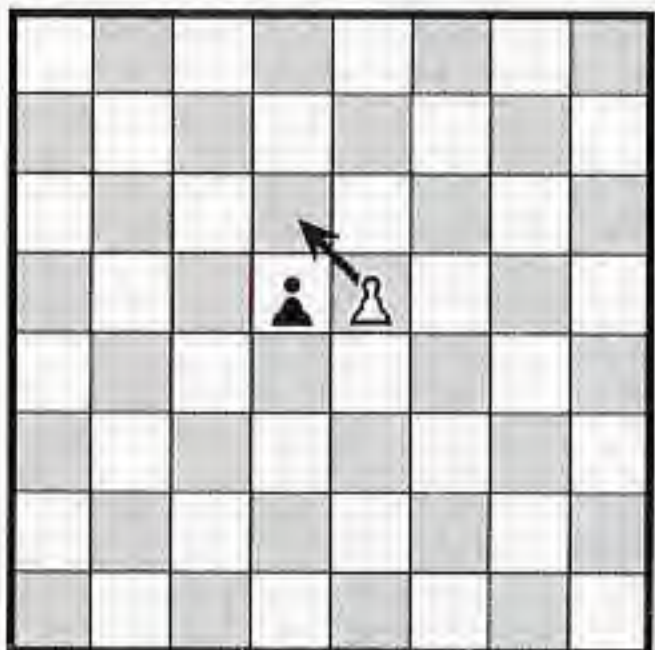


Figure 14b: White Pawn performs en passant, capturing black.

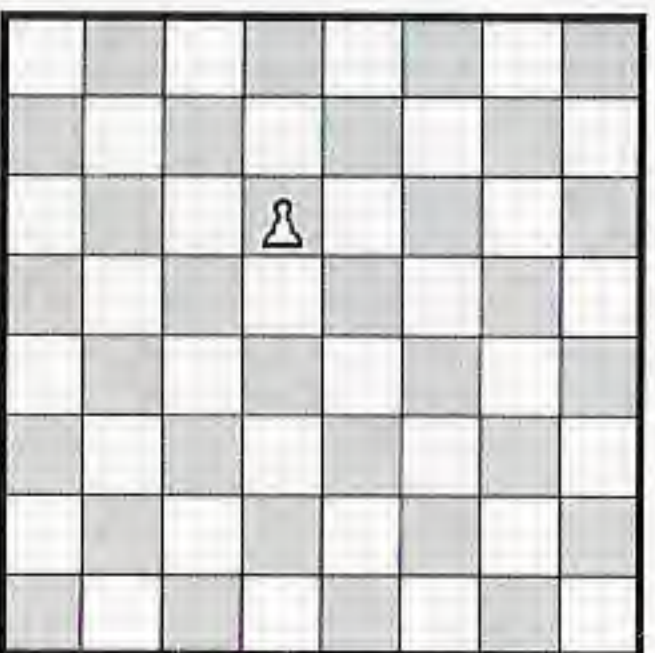


Figure 14c: Final position.

There is another method of attack that occurs in only one situation: when an enemy Pawn moves two squares forward, bypassing one of your attacking Pawns (this can only happen on the enemy Pawn's initial two-space move). On your following turn your bypassed Pawn has the option of capturing the opposing Pawn even though it is not at a diagonal from yours. Your Pawn merely advances diagonally by one square, moving into the square directly behind the enemy Pawn (as though the enemy Pawn only moved one square), and your opponent's Pawn is captured. This move is called en passant (a French term meaning "in passing").

It is not a required move. There may be times when you will not want to take your opponent's Pawn in this situation. If you do not take your opponent's Pawn at that time, you may not repeat en passant with that same enemy Pawn. En passant only occurs when an enemy Pawn advances two squares, an event which only occurs once per Pawn in any game. Three turns later, for example, you cannot follow through an en passant (see Figures 14a-c).

Promotion

Finally, if one of your Pawns manages to cross the entire board, upon reaching the opposite side of the board, your Pawn gets promoted to another piece. Your Pawn changes into a Queen, a Rook, a Bishop or a Knight (it's your choice as to which

piece it becomes, but it must change into something.) Your Pawn may not remain a Pawn, nor may it become a King. If you somehow manage to move all eight Pawns to the other side of the board you could have nine Queens on the board: your original Queen, plus eight promoted Pawns (see Figure 15a-b).

The Individual Importance of Each Piece

By now, you should be getting a sense of the power of each piece. The Queen is your most powerful piece. The Rook is considered next in power, and the Bishop and Knight are both in third place. Although the Knight is limited in how many squares he can move in one turn, he can still use all 64 squares of the board. A Bishop, on the other hand, can use only 32 squares maximum (remember, a Bishop always stays on his starting color), and this trade-off between mobility and the potential number of squares that can be attacked ties these two pieces at third in power. However in the end game, two Bishops are favored against two Knights or one Bishop and one Knight. Last, of course, is the Pawn with its very limited mobility. But don't forget the Pawn is able to change into the most powerful piece if it can be moved completely across the board. As for the King, he is admittedly limited in power through most of the game, but as both sides lose more pieces the King's limited power becomes more useful.

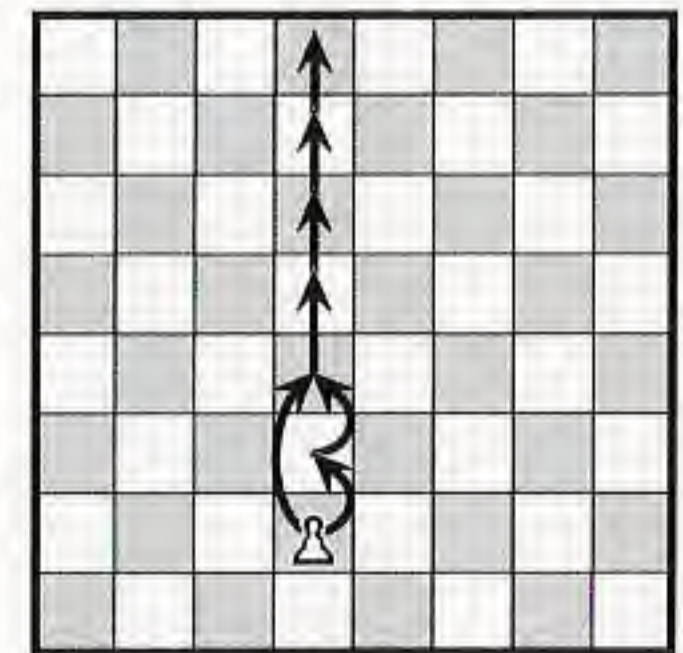


Figure 15a: The Pawn's opportunity for advancement

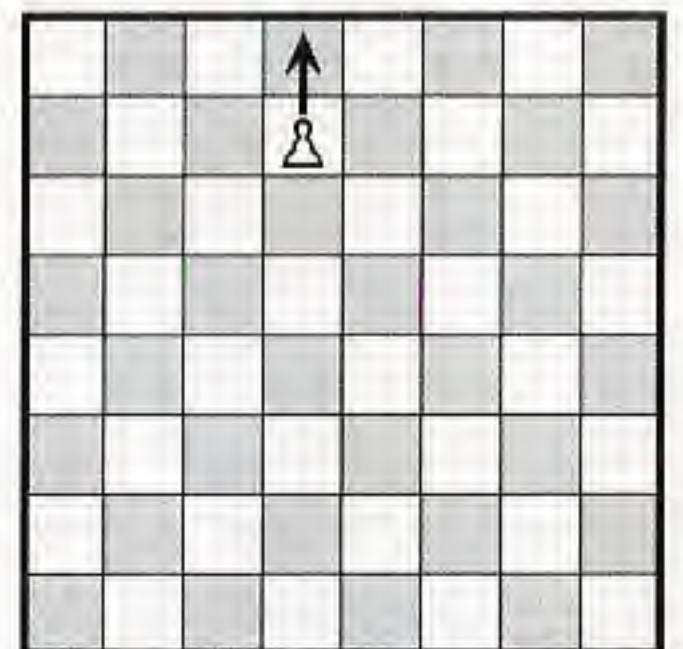


Figure 15b: A Pawn's promoting move.

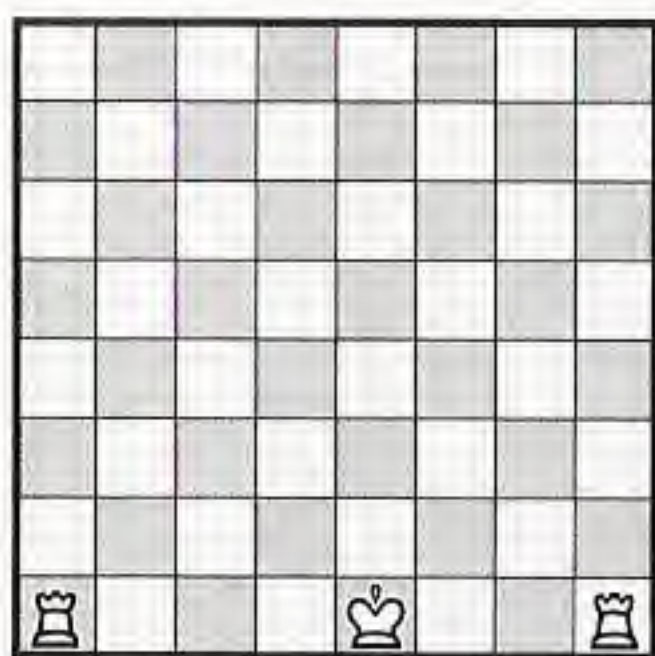


Figure 16a: White before castling.

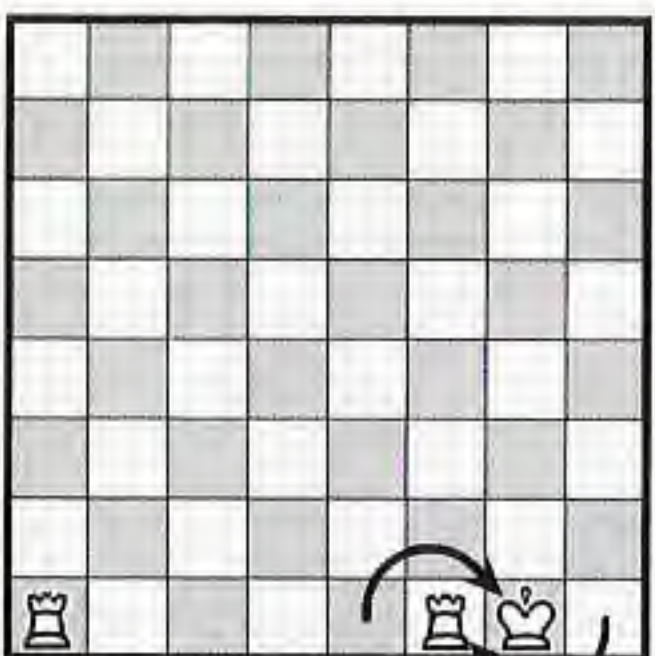


Figure 16b: Castling King-side.

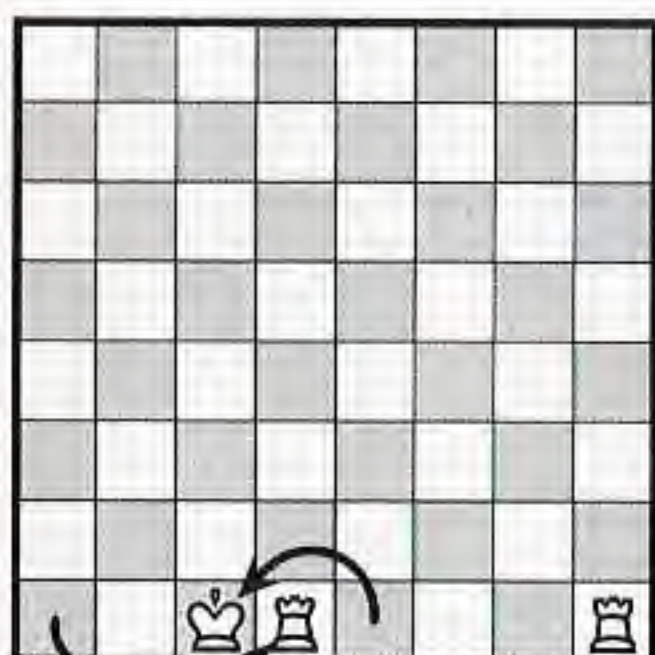


Figure 16c: Castling Queen-side.

A way of remembering all of this is to think in terms of points: a Queen is worth about 9 points, a Rook about 5, a Bishop or Knight about 3, and a Pawn about 1. Keeping this in mind, you can see that you would come out well ahead in power if you were able to trade a Knight for a Queen. On the other hand, the exchange of a Knight for a Bishop is ordinarily a fair trade. Keep in mind again, that there will be times when you may want to trade a high value piece for one of much lower power. For instance, if by trading a Queen for a Pawn you can set up for checkmate in the next move, then it wouldn't really matter how many points you lose in the piece transaction.

All that ultimately matters in the game of chess is whether or not you win the game. Everything else, including points, is second.

Castling

Castling can occur only once per player per game. It is the only time a player may move two pieces during one turn, and the only time that a King may move more than one square during one turn. It is a powerful defensive move, and as a matter of good strategy, it is recommended that you castle fairly early in the game.

Castling can only occur when there is a clear path between your King and either of your Rooks. Provided you meet that and a couple of other restrictions, you may move

your King two squares to the right or left, depending on which Rook you are using. That Rook is moved to the opposite side of the King. When you are finished castling, the Rook ends up closer to the center of the board which makes it more versatile, and your King is placed in an easier defended space (see Figures 16a-c).

Castling Restrictions

Not surprisingly, there are restrictions on the use of castling. You already know one of them: There must be an open path between the King and the Rook which will be used to castle. Second, the Rook and King must not have been moved at any time during the game preceding the castling. Third, the King must not be in check, cannot move into check, and cannot move through check. If there is an open line of attack by an opposing piece on any square in between the King and the Rook, the King may not castle in that direction, even if the path is clear of other pieces. Figures 17a-c show situations in which White may not castle.

Check and Checkmate

The terms *check* and *checkmate* have been used several times in this manual. Here, we will go into more detail.

Check and checkmate always involve the King because the King is the only piece which can be placed in a condition of check or checkmate. The King is the only piece which cannot put another King into

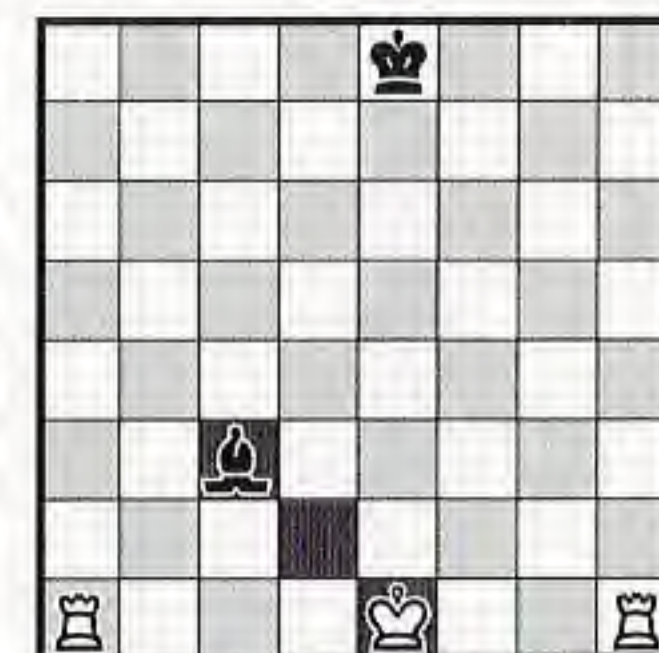


Figure 17a: You cannot castle while in check; either side.

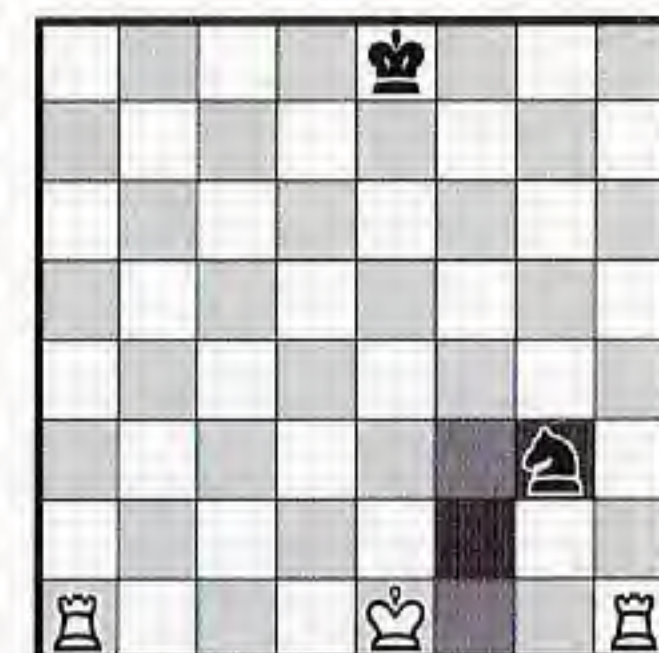


Figure 17b: You cannot castle through check (King-side) but you may castle Queen-side.

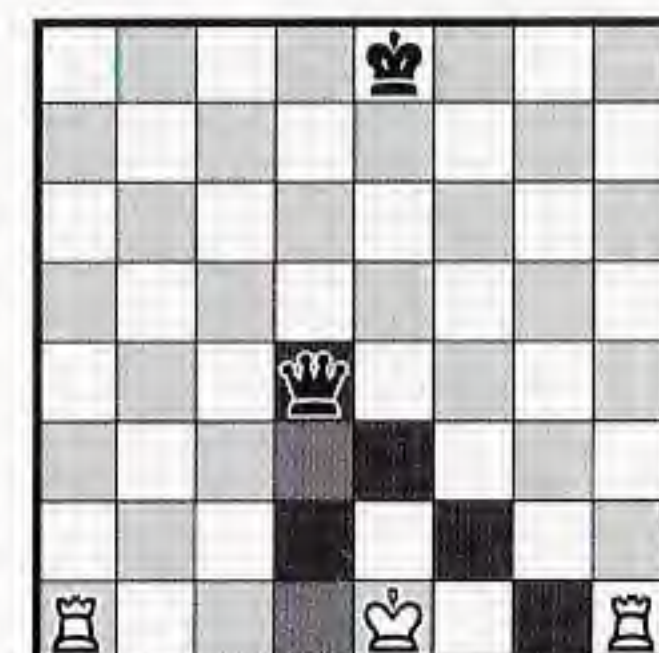


Figure 17c: You cannot castle through check (Queen-side) or into check (King-side).

“...master chess grips its exponent, shackling the mind and brain so that the inner freedom and independence of even the strongest character cannot remain unaffected.”

-Albert Einstein

check or checkmate, although sometimes he assists.

Check occurs when a King is under direct attack by an enemy piece. In the case of the Queen, Rook, Bishop and Pawn, this attack will come in a straight, unblocked line (rank, file, or diagonal) to your King. In the case of the Knight, the direct attack will be in an L-shaped pattern, possibly directly over some of your defending pieces. Keep in mind that a Queen, Rook or Bishop can place your King in check from the opposite side of the board, provided that there is an open path between the attacking piece and your King. As for the Pawn, it can place your King in check only if it is at an adjacent diagonal from your King. The only exception to this is when a Pawn actually reaches the other side of the board. At that time, as the Pawn is promoted, a King in that same rank, file or diagonal may suddenly fall into check as the Pawn is replaced with, for example, a Rook or Queen. Again, the King can only be in check at that moment if there is an open path between the King and the attacking piece. The only exception to this is the Knight, which never requires an open path between it and any piece it is attacking.

There are three ways to escape check:

- The King may move out of the line of attack.

- Another piece may move and block the line of attack.
- The attacking piece may be captured.

You must escape check in one of these ways as soon as the King is in check. If you can't escape check the King is in checkmate and the game is over. A simple definition of checkmate: “An attack on the King which allows no possible escape.”

You may never move the King into check, nor move another of your pieces so that an opened line of attack places your King in check. A piece preventing your King from being in check like this is called a pinned piece. These rules may be factors in blocking the King's escape from check so watch out for them. As stated earlier, one of your prime objectives is to avoid being placed in checkmate, while trying to place your opponent's King in checkmate.

See Figures 19a-c and 20a-c for several examples of check and checkmate:

19a—The White Queen is checking the Black King. The Black King can move one square to the left or right to escape check, or move its Bishop between the King and Queen to block the attack.

19b—The White Bishop is checking the Black King. The King can escape check by moving one square to the left or right.

19c—The White Bishop is checking the Black King. The Black King can escape by moving to quite a few different squares, or the Black Rook can move to block the attack.

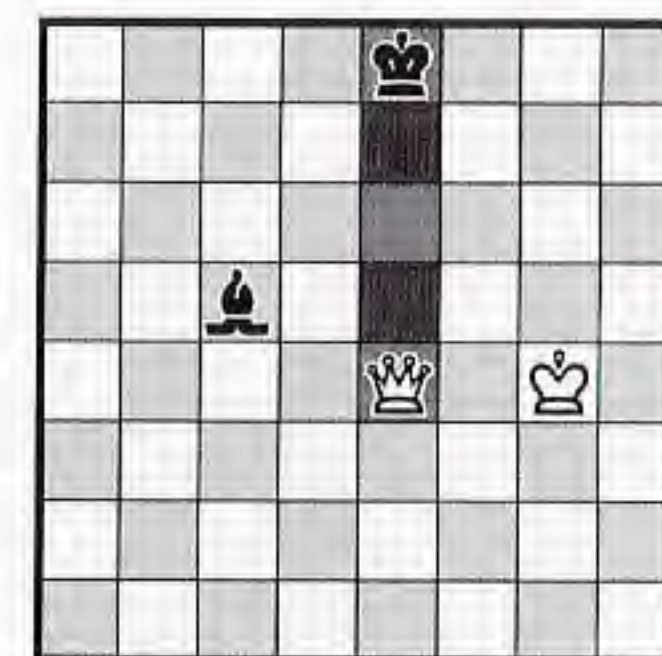


Figure 19a.

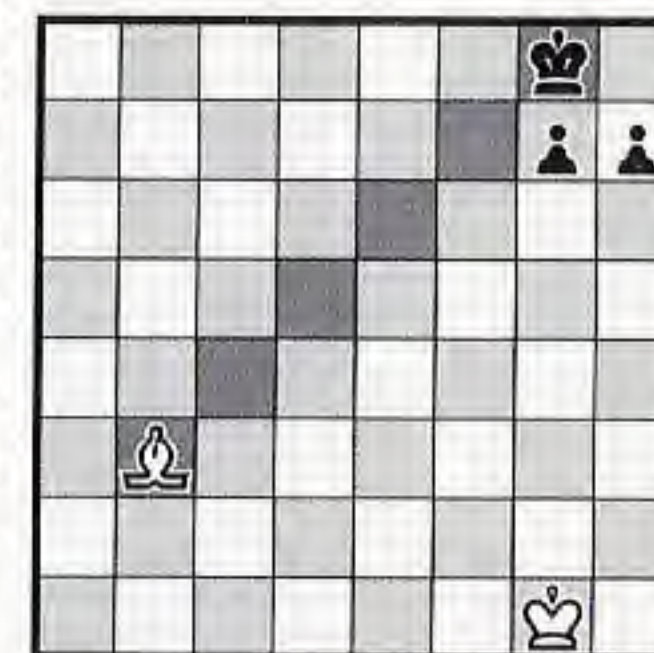


Figure 19b.

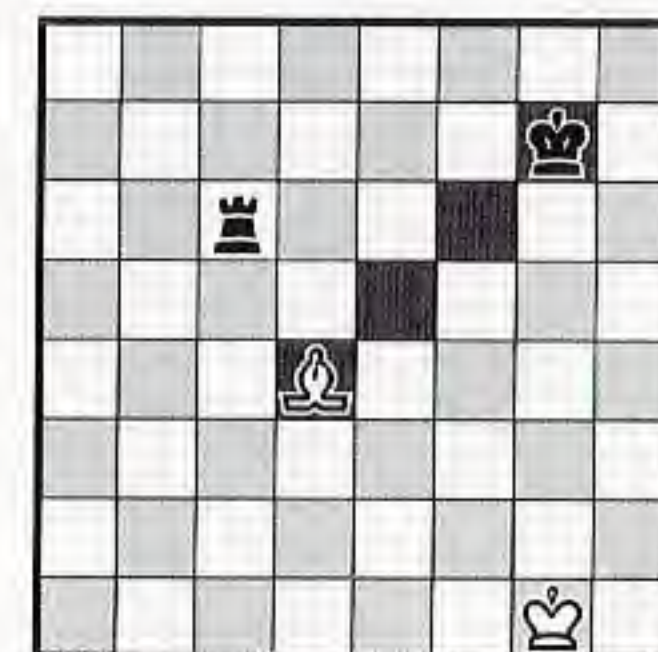


Figure 19c.

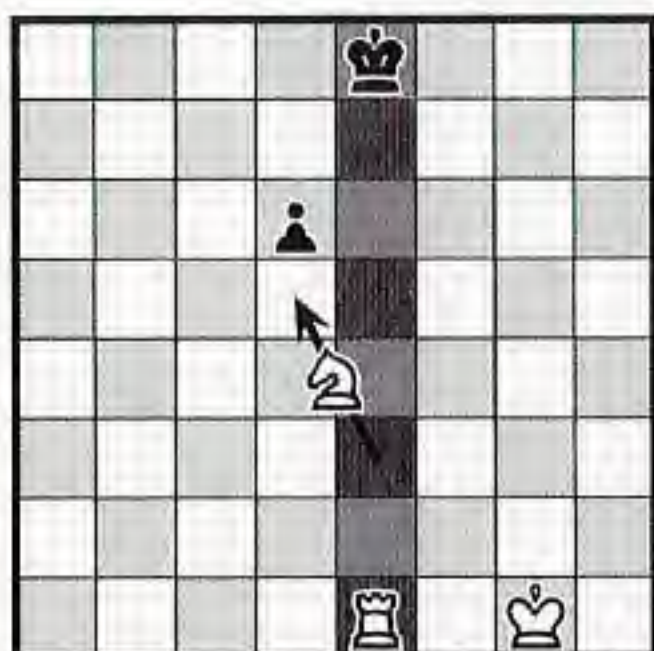


Figure 20a.

20a—A “discovered check.” When the White Knight moves, the Black King discovers that he has been checked by the White Rook. (The Black King can escape by moving to either side.)

20b—A checkmate of the White King by the Black Queen. The Black Queen has just moved across to QR6 (QR6 is chess notation which will be discussed next), checking the White King. Since there is no place the White King can move where he won't be in check, it's checkmate.

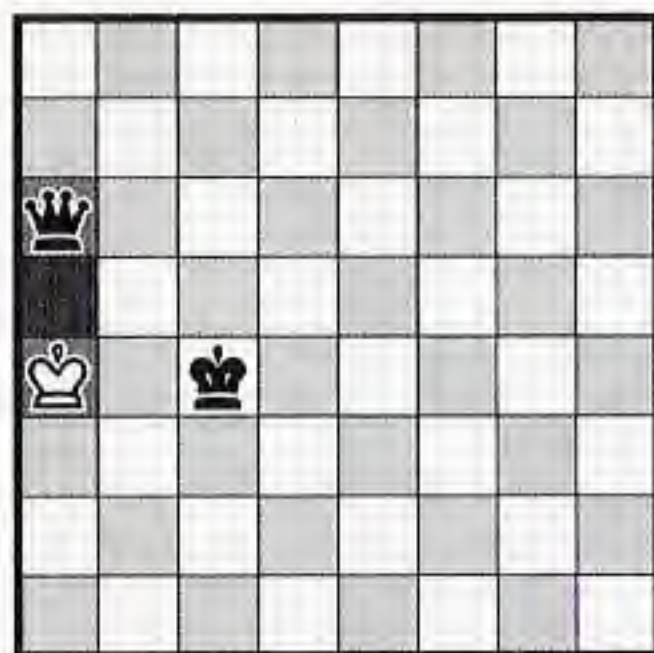


Figure 20b.

20c—A checkmate of the White King by the Black Bishop. Again, the White King cannot escape from check, so he is in checkmate.

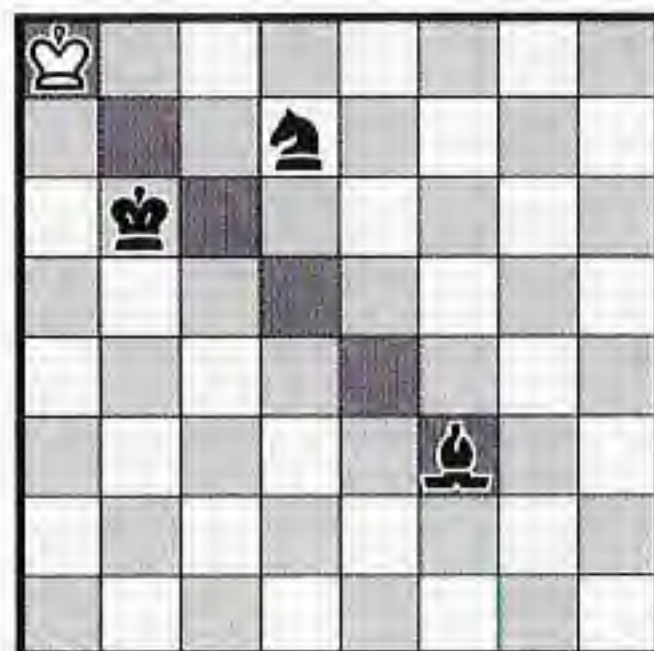


Figure 20c.

If you wish to review the specifics on each piece before we continue, refer to the previous sections. The next part of this manual deals with chess strategy.

Chess Notation

To show you some basic opening moves, and to show you how to study and understand other books on chess strategy, you should know the two basic forms of chess notation. The two most popular ways to note the moves in a game of chess are called “algebraic” chess notation and classical chess notation.

Algebraic Chess Notation

This form of chess notation simply notes the starting and ending squares of each move. As shown in figure 21c, each square is marked with one letter and one number. Together the letter and number are used to denote the square. The first file on the left

(from the perspective of the White player) is file A, the second is file B, all the way to the eighth file, file H. The bottom rank (from the perspective of the White player) is rank 1, the second is rank 2, up to the top rank, rank 8.

The lower left square, then, is square A1. The Black King is sitting on square E8 at the beginning of the game.

The chess game described on page 22 would be denoted as follows using algebraic notation.

WHITE BLACK

1. E2-E4 E7-E5
2. F1-C4 F8-C5
3. D1-H5 B8-C6??
4. H5-F7 mate

In some chess books or newspaper columns you'll see algebraic notation that leaves out the starting square in cases where only one piece could possibly move to the destination square. For instance, move 1 could be described as follows:

WHITE BLACK

1. e4 e5

It's okay to just say “e4” rather than “e2-e4” for the first move, because at the beginning of the game, the only White piece that can move to square e4 is the pawn e2.

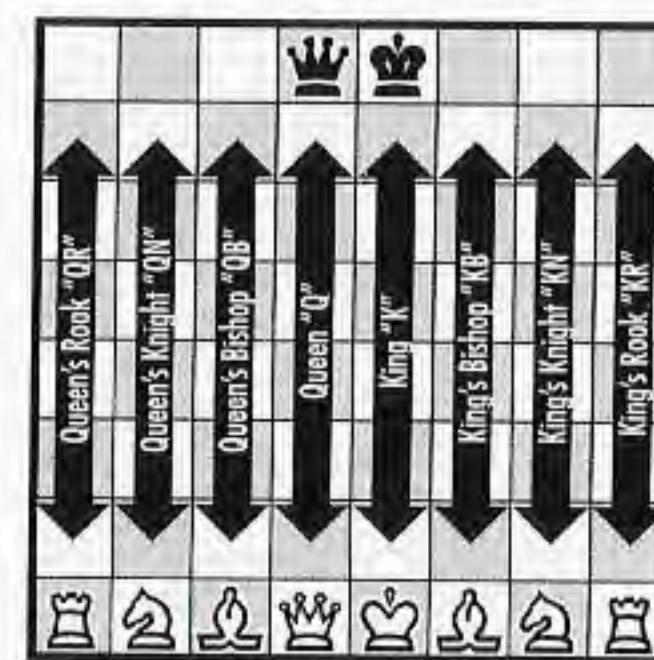


Figure 21a: King's and Queen's sides and standard abbreviations.

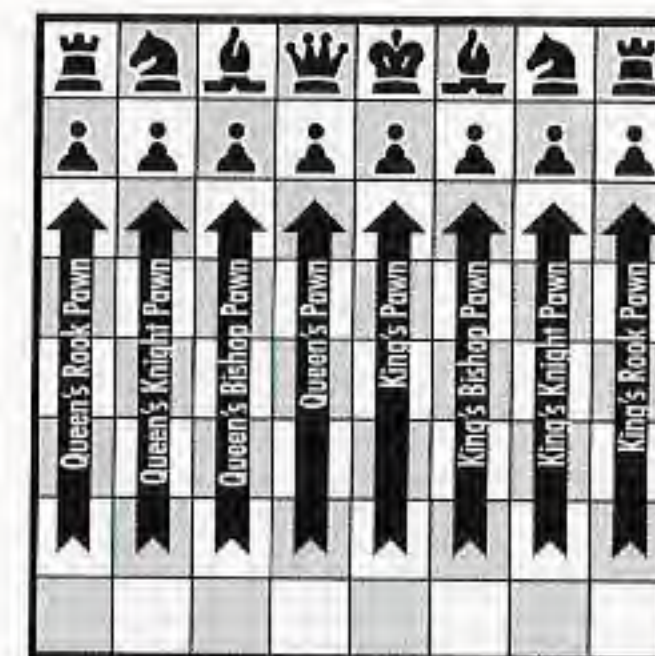


Figure 21b: Pawns in chess notation.

	A	B	C	D	E	F	G	H
8	A8	B8	C8	D8	E8	F8	G8	H8
7	A7	B7	C7	D7	E7	F7	G7	H7
6	A6	B6	C6	D6	E6	F6	G6	H6
5	A5	B5	C5	D5	E5	F5	G5	H5
4	A4	B4	C4	D4	E4	F4	G4	H4
3	A3	B3	C3	D3	E3	F3	G3	H3
2	A2	B2	C2	D2	E2	F2	G2	H2
1	A1	B1	C1	D1	E1	F1	G1	H1

Figure 21c: Algebraic notation.

QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

Figure 22: Names of each square.

Common Chess Abbreviations

—	moves to
x	captures
o-o	castles King-side
o-o-o	castles Queen-side
ep	en passant
ch/+	check
!	good move
?	bad move
!!	very good move
??	very bad move
1-0	checkmate, White wins
0-1	checkmate, Black wins

Classical Chess Notation

If you divide the chess board vertically right down the middle, you will notice that both Queens are to one side of the line, while the Kings are on the other. This is important for chess notation, since every piece on the King's side of the board is referred to as "King's piece" (i.e., King's Rook, King's Bishop, etc.) while every piece on the Queens' side is referred to as "Queen's piece" (see Figure 21a).

This also applies to Pawns (see Figure 21b). However it is not necessary to continually refer to Pawns using their full names. King's Rook Pawn can just be referred to as a Pawn during a move unless it is unclear precisely which Pawn you are using.

As for the files (the columns of squares on the board), keep in mind that they are named just like the pieces. The King's file is the file the King is located on, while the Queen's Knight file is the file that the Queen's Knight is located on at the start of the game. The ranks (the rows of squares across the board) each have two names, depending on whether you are looking at them from the Black or White side.

You should be able to see that every location on the board can be identified by a combination of rank and file. Since there are two names for each rank location, there are consequently two names for every square. Using abbreviations, each

square on the board is identified as shown in Figure 22. The top name in each square is the Black player's name for that square; the lower name is the White player's name for the same square.

Keep in mind that when the White player moves, you must use the White player's names for the squares he or she is playing. Likewise, when the Black player moves, use the Black player's names for the squares he or she is playing.

Now that you know the names of each piece and each square, the only other thing to understand is the shorthand to record each move. P-K4 is the most common first move in most chess games. It means that the King's Pawn moves out two ranks to rank four. The Pawn's starting position of K2 (King's Two) is given as obvious (on a first move, where else would it be?), as is the fact that the Pawn being used is the King's Pawn. No other pawn could reach K4 on the first turn.

Sample Chess Game Walk-Through

To put it all together, let's play a quick sample game over the next few pages, with notation and illustrations. This particular game is called *Scholar's Mate*.

The chess notation for this entire game is as follows:

	WHITE	BLACK
1.	P-K4	P-K4
2.	B-B4	B-B4



Figure 23a.

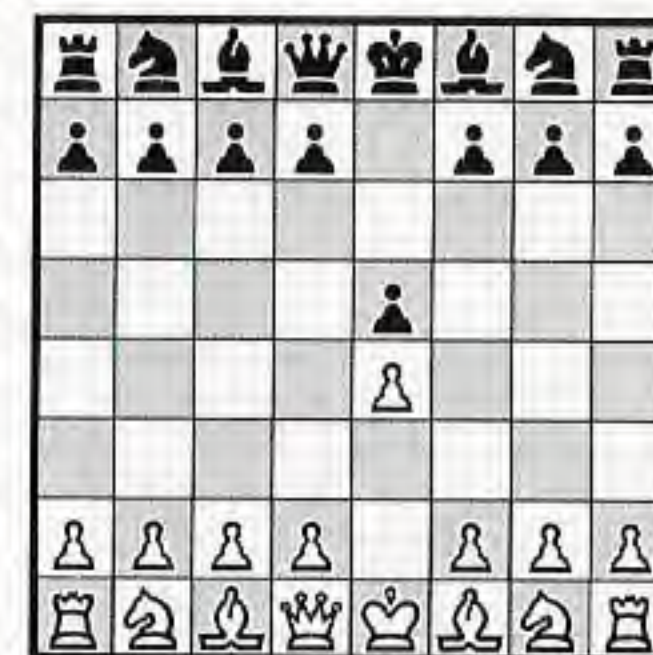


Figure 23b.

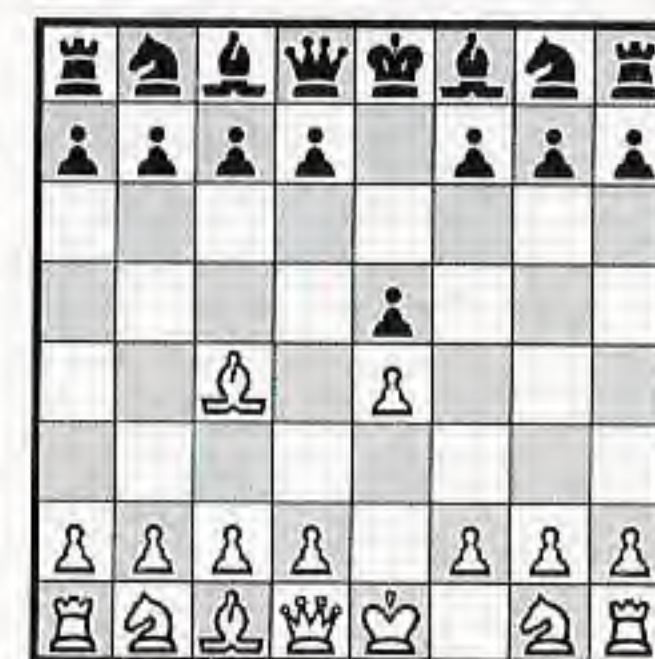


Figure 23c.



Figure 24a:



Figure 24b.



Figure 24c.

3. Q-R5 N-QB3??
4. QxBP mate

What does this mean? Let's see:

For White's first move, P-K4, the board looks like Figure 23a. Black responds by doing exactly the same thing (P-K4) in Figure 23b.

In Figure 23c, White moves its King's Bishop to the 4th rank of the Queen's Bishop file (B-B4). Black's response to this is to move its King's Bishop to the 4th rank of its Queen's Bishop file (B-B4) in Figure 24a.

The next thing that White does is to move its Queen to the 5th rank of the King's Rook file. This is an important move because the Queen is now threatening two of Black's pieces. By attacking at a diagonal, the Queen can take Black's Bishop's Pawn on the next move or the Queen can take Black's King's Pawn (see Figure 24b). One of these attacks, the attack against the Black Bishop's Pawn, will lead to checkmate and the end of the game if Black fails to respond properly. The other attack will lead only to check because, after the Queen captures the King's Pawn, the Queen's line of attack against the King could be blocked by several Black pieces: the Queen, the King's Bishop, or the King's Knight.

Black responds to these two potential attacks by guarding the King's Pawn. As

you can see by the notation, the "??" denotes a very bad move. The reason? Although the Knight is now guarding the King's Pawn, guaranteeing that the White Queen would be captured if it were to capture the Pawn, Black has failed to guard against the more deadly attack: the White Queen's attack against the Bishop's Pawn. The board now looks like Figure 24c.

White finishes the game by moving the Queen to the 7th rank in the King's Bishop file and taking the Bishop's Pawn (see Figure 25a). This places the King in checkmate. Remember our definition of checkmate: the King is in check, cannot take the Queen without entering into check (notice that the Queen is guarded by its Bishop at B4), and cannot escape to any other unoccupied square that is not already under attack by the Queen. Also, the attacking Queen cannot be eliminated by any other piece, nor have its line of attack blocked.

There are several simple ways in which Black could have avoided checkmate. One is as simple as moving the Black Queen to King's Two (written as Q-K2) which would have simultaneously guarded both Pawns under attack and which would have ended the threat of check or checkmate by the White Queen (the reason, of course, is because the White Queen could then be taken by the Black Queen). Figure 25b shows this simple defense.

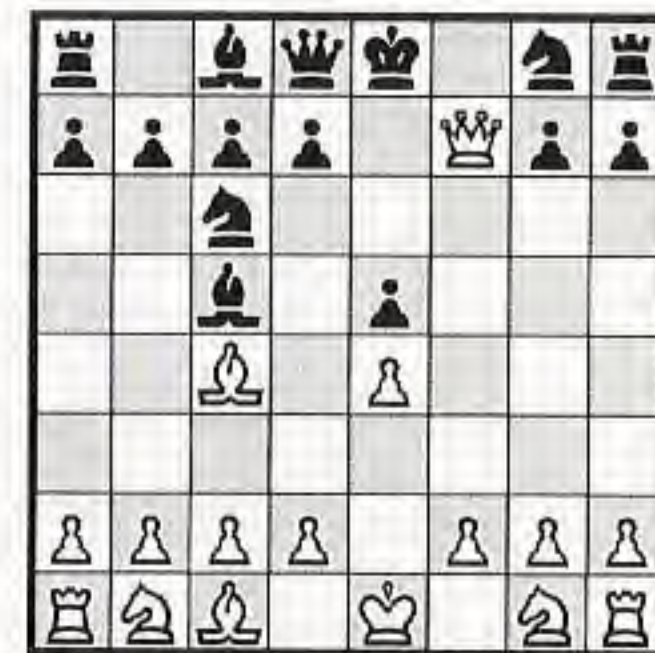


Figure 25a.

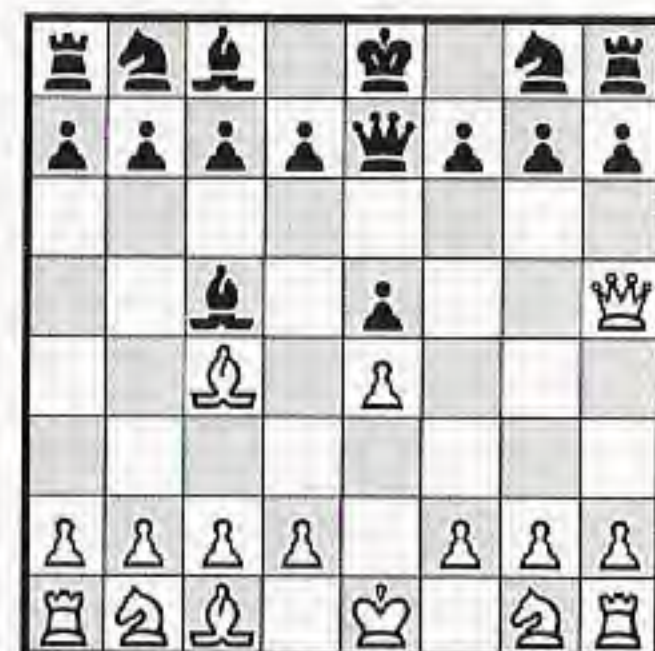


Figure 25b.

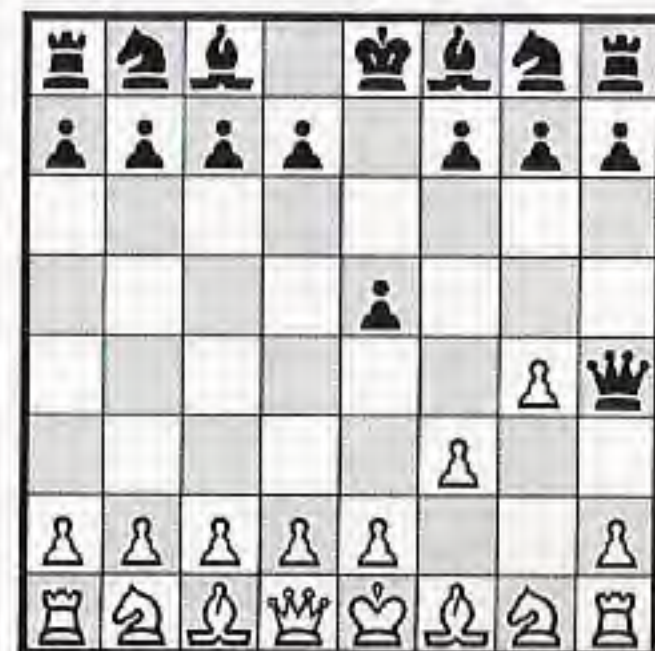


Figure 25c.

The other defenses against this attack should also be obvious. Try a few variations on this game, and you should see the alternatives.

You now should have a basic understanding of the game of chess as well as a basic understanding of chess notation.

Now for some more detail...

The Three Phases of a Chess Game

Chess is said to have three phases: an opening game, a middle game, and an end game. We'll talk about each of them.

The Opening Game

The opening game can be defined as the portion of the game that occurs generally between the first move and the eighth to the fifteenth move. The point of the opening game is to organize and coordinate your pieces as quickly as possible in order to take maximum advantage of their power. If you're a beginner, this is where you are going to make most of your mistakes. The mistake made in the sample game Scholar's Mate, for instance, is fairly common. An even simpler variation of that game, which can be just as easily lost by a bad move, is appropriately called the *Fool's Mate*. This game is pictured in Figure 25c.

As you can see, the attack again relies heavily on early development of the Queen and on White's poor responses to that development. Keep in mind that the Fool's Mate and the Scholar's Mate are regarded as very amateur games—ordinarily, even a poor player will spot your attempt to play one of these games and will respond with an appropriate defense.

The Fool's Mate and Scholar's Mate are two games to avoid. There are plenty of better ways to start your chess game. In fact, there are 169.5 octillion (169,518,829,100,-544,000,000,000,000,000) possible combinations of the first 10 moves. To avoid making the wrong opening moves, keep the following things in mind:

- Your first move should be a center Pawn (the Queen's Pawn or King's Pawn). Otherwise, do not move too many of the other Pawns and never forget that a Pawn cannot retreat once it goes forward.
- Avoid moving the same piece twice during the opening game. Remember, if the point of the opening game is to organize and coordinate your pieces as quickly as possible in order to take maximum advantage of their power, then wasting several moves on one piece isn't likely to assist this.
- On the other hand, if by moving the same piece twice you have a chance to make a useful capture, or if you can take advantage of an opportunity created by a blunder on your opponent's part, then do it. The key thing to always remember is that winning is all that matters in chess. If, by breaking some of these general guidelines, you can still win, then by all means, ignore these suggestions. However these guidelines will generally help you win.
- Move out your Knights and Bishops before you move out the Rooks and Queen. For best control of the board, try to move them toward the center of the board. From the center each piece will have greater control of the board around it. From the edge of the board, the area controlled by each piece is diminished.
- Initially, you should stay on your side of the board. This strategy was violated by the White Queen in the Fool's Mate and by the Black Queen in the Scholar's Mate. If you try these games against an experienced player, you will learn the hard way why it's not a good idea to violate this particular rule.
- Castle early in the game. This will give you a stronger defense, move one of your Rooks to a better attack position, and allow your other pieces to concentrate on the offensive. It is also a good idea to castle on the King's side so you have less area to defend.
- Do not move your Queen out too early. It is unlikely you will be able to accomplish a Fool's Mate or Scholar's Mate, and it is far more likely that your opponent will concentrate all attacks on your Queen.

- Move your Rooks to K1 or Q1. If you have castled early, and if you opened with a center Pawn move, this will allow your Rooks a greater range of power than leaving them in either corner.
- Do not prematurely move your most powerful pieces into the center of the board. To do so invites attack against them by other pieces—for instance, to move your Queen out too early invites attack by weaker pieces, even Pawns. Likewise, if you move one of your Rooks out into the center of the board prematurely, you risk losing it to a Knight, Bishop or Pawn.

If you keep these things in mind during your opening game, you will have a better chance at winning.

The Middle Game

This is the part of the game that follows your opening development (your opening attempts to maximize your power over the board) and that precedes the final battle to finish off your opponent. This is the phase of the game where the attack is critical. You want to be on the offensive here. As in the opening game, however, there are some general things to keep in mind during this phase:

- Try to get ahead in power or position. This is the portion of the game where you will concentrate on capturing pieces, particularly powerful pieces. Concentrate on attacking, gaining territory and points, decimating your enemy, and thereby advancing toward checkmate. Attack, but be certain you are not leaving holes in your defenses (remember, you should have already castled). Keep in mind that whoever is on the attack at this time is less likely to make an error than whoever is on the defensive. Attack!
- Be especially careful where you put your pieces. This may sound like ridiculously simple advice, but keep in mind that, during the opening game, the important center of the board is fairly open, still subject to control by either player. During the middle game, the center is generally cluttered with many of the squares guarded by one or more pieces, making each move more dangerous than in the opening game.

- Watch your opponent's moves. During the middle game, your enemy's moves will be used to decrease your numbers and increase their power just like you're trying to do. Always remember that your opponent is setting up for checkmate.

All of this will set you up for the end game.

The End Game

This is the portion of the game where, all things being equal, both sides will have relatively few pieces left on the board, the King may actually be part of an offensive strategy, and where a Pawn or two may even have crossed the board to become a Queen or another piece. Because you will have fewer pieces on the board, the pieces that remain will increase in importance. Now more than ever, use every piece to its full potential.

At the end of the game, your least powerful pieces are going to assume a new importance. Just the difference of a Pawn or two may decide the outcome of a game. Remember that once a Pawn crosses the board, it can be promoted to a Queen. The use of Pawns during the end game is a major end game strategy.

Some Important Pawn-Related, End Game Rules

- If you are two Pawns ahead of your opponent, winning the game is considered easy, assuming you make no major mistakes. This can even be said of the player who is only one Pawn ahead, but of course, the opposing player will target that Pawn once it tries to run for a promotion.
- Two of your Pawns in a row (one directly in front of the other) is a weak position. Likewise, a Pawn by itself is weak or, for that matter, so is a Pawn that is blocked from forward movement.
- If one or several of your Pawns are able to pass through your opponent's lines of defense, advance them as fast as you can toward the other side of the board (with the intent of promoting them to Queens).
- If you are one or two Pawns ahead of your opponent, and if you must make a choice between specific types of pieces to trade, then

trade your power pieces first (your Queen, Rooks, Knights, and Bishops), but not your Pawns.

- If you are one or two Pawns behind your opponent, and if you must make a choice between specific types of pieces to trade, then trade your Pawns, not your power pieces.
- If you are down to one Bishop, avoid putting your Pawns on squares that are the same color as your Bishop (that is, if you have a Bishop that moves only one white squares, don't block the white squares with your Pawns).
- If you and your opponent trade away all your power pieces, don't worry. When Pawns are the only pieces left you still have the potential of trading each Pawn for a Queen. In some ways, therefore, this is actually the easiest kind of game to win.

A Few Other End Rules with Other Pieces

By the end of the game your King will become a more powerful piece. Take advantage of his power; if you are going to use your King offensively, now is the time.

If you have two Bishops, and your opponent has only a Bishop and Knight, then you have the advantage. Following that line of thought, Bishops are generally better than Knights during the end game. So if you must trade power pieces, trade the Knights first.

Drawn Games: The Other Ending

As said earlier, the entire point of chess is winning. There is another possibility. If neither side wins, there is a tie game, called a *draw*.

There are several types of drawn games. These include:

- Draw by Mutual Agreement: This is when both players agree that a game is drawn.
- Draw by Perpetual Check: This occurs when one player continually puts the other player's King in check (not checkmate) and the checked player has no alternative but to endlessly repeat the same moves to avoid check.

- Draw by Stalemate: For the purpose of explaining this, let's look at it strictly from your point of view. Stalemate occurs when 1) it is your turn to move, 2) your King is not in check, and 3) your only remaining move is to move the King onto a square which would place him in check (which, of course, is illegal). Under these three conditions the game is a stalemate and drawn. No victory, no defeat either.

- Draw by Insufficient Checkmating Material: Simply, neither side has enough pieces left on the board to achieve checkmate. For example, White has a King, and Black has only a King and a Bishop.

- Fifty Move Draw: If fifty moves have been made on each side without a single capture or a single Pawn move, then the game should be considered drawn (for obvious reasons, this rarely happens).

- Repeat Move Draw: If a player repeats the exact same move for three continuous turns, then the game can be considered drawn.

Closing Comments

This manual covers only the basic moves and strategies of chess as well as basic chess notation. With these skills, you can now go to your local library or book store and find books that will go into much more detail than this manual; almost all of which will include records of the games of past and present chess masters. Since you now know how to read chess notation, you can study and learn from these books and from the games inside them. All of this is nothing without playing the game, so here in front of you is the battlefield: your chessboard. Your warriors stand ready, your training is finished, and there, the storm draws near. **Battle Chess®** awaits you. Let the battle, and the legend, begin...

Your move.



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CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: We are located in the Software Connexion. Use Jump to "Software Connexion". Select "The Publisher's Exchange". You can also send mail directly to us. Our ID is "PLAY99B".

National Videotex Network: You can reach us by typing "GO GAMESFORUM" or you can send mail to our account "INTERPLAY". Demos and patches are available in the GAMESFORUM library. **NVN** features many online games, and other items of interest for gamers. For more information about **NVN**, call 800-336-9096.

Internet: You can reach Interplay with "interplay@aol.com" or "76702.1342@compuserve.com". Many Interplay demos and patches are available at Internet FTP sites.



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• 3DO's graphic system brings game play to your fingertips with exceptional picture quality and a quicker, more dynamic pacing

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